

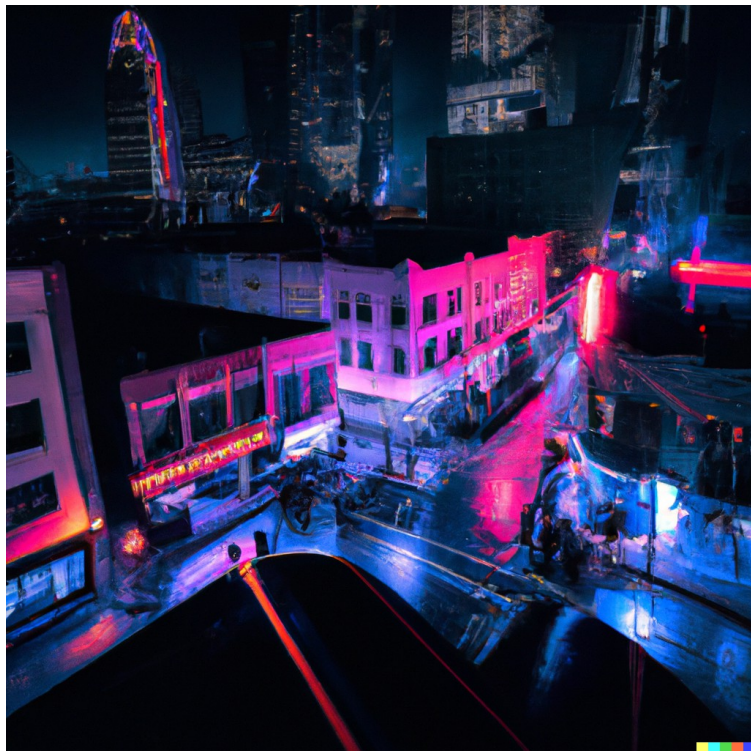


# Mourning Edition

Released to the Data Pool every morning at 5am  
Bringing you the hottest news on the West side

## The West Side's Biggest Events that You're Not Invited To

By Lucy Goosey



Sometimes we need a reminder: the world goes on with or without us. Here are a few things happening soon that you'll miss because you're busy paying the rent. And also because you're nobody.

**VIP CLUB EVENTS:** This one shouldn't cause any envy. The strippers are tame. The music is lame. Just walking in the door costs more than you spend keeping your hoop housed and fed for the month. For the people who can afford them, these events are just part of the cost of doing business and no fun at all - you have to go or your rep suffers. As far as I'm concerned, champagne is for smacking against the hull of a ship before it scoots out to sea!

**GRAND OPENINGS:** Want to stay on top of what's fresh on the street? Want to meet the city managers and their entourage of execs? Too bad, they don't want to meet you! Someone call security!

**BAND AFTER-PARTIES:** Sure, most bands hang out a little while at the club after the show. But did you know they also throw actual parties with their actual chooms and street contacts after they go home? Some of these are rather posh, at least by street standards. It's just a shame you don't have enough rep to get on the list!

**MODELING SHOWS:** Forget the grand opening. If you really want to keep fresh, you need to attend the latest modeling events. This is where you find out what to wear tomorrow if you want to turn heads. Just don't hassle the talent or you'll be wearing a face full of asphalt! Oh, who am I kidding: you're not invited!

**PRODUCT LAUNCHES:** Back before these events became mega-rare, they were all-hands-on-deck festivals of commerce. Now in the Time of the Red, they're exclusive. Execs are under tremendous pressure to see that everything goes perfectly. You and your crew showing up? Decidedly *not perfection*.

> Link: "Grand Opening Scheduled for Athletic Kids' Center", Night City Today News

> Link: "Fashion Finds Form and Function: Exclusive Event", Night City Today News

> Link: "Continental Brands to Unveil New Kibble Steamer", Night City Today News

## Grace Descends for Orblight at First Return Show

By Anonymous



Last night, local sensation Orblight played their first return gig after a three-week break. But this story isn't about the show.

This story is about a cyberpsycho attack that didn't happen.

Everyone knows what it's like to fall in love with a musician on some level. So imagine: you're chromed to the nines, teetering over the Edge. Suddenly your main fix for keeping sane - the musical medicine you use to stay on the right side of psycho-town - disappears for three long weeks.

After three weeks, the guardian angels of your mind return. All you have to do to get a dose of what you need, is mix with a writhing, sweaty mass of flesh. Listen to them talk down about people with chrome. And not lose it.

By the time he popped the rippers and started looking around for his first victim, a lot of people were already watching him. The whole crowd reacted at once. Most backed away. Several others rushed in, ready to fight, revealing cyberweapons of their own.

I was there. It seemed like a bloodbath was inevitable. But then something truly magical happened. Mazzy Tomlin quickly dedicated a song to the potential troublemaker. As they say, music soothes the savage beast. The other chromers stood down. The screaming gradually stopped. The show continued.

Nobody was harmed. Violence proved unnecessary. The troubled chromer left the show in peace.

Orblight guitarist Neal Harmon said after the show, "Mazzy knew what needed to happen. It looks like we've tapped into something really powerful. I didn't think music alone would stop him from attacking the crowd, but it did. Either that, or he never really meant to attack, but if you saw the look on his face... I think we stopped a bloodbath tonight."

Additionally, one or more people in the crowd spoke up when the ad-hoc group of augmented civilians encircled the young man in combat postures. This likely contributed to preventing a fight.

Tomlin declined to comment. Unlike most shows, the band packed up and left almost immediately after their set was done.

This city needs stories like this. I'm glad I could cover one.

> Link: "NCU Postgrads: 'Music is Therapy'", Mourning Edition

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# Interview with the Cyberpunks

## Player Information

Rent is due later this week... do you know where your eddies are?

Somehow, an indie Media gets the phone number of one of your crew. (How this happens is up to the GM, but most likely there's a mutual connection from last night's show.) Anonymous, a writer for Mourning Edition, says they've been asked to interview the cyberpunks who spoke up, and thus helped stop the violence, at last night's Orblight show. The interview pays 20eb per person who is present, responsive, and was at the show. Anonymous is flexible about when and where the interview takes place. The reporter's home is off-limits, they can't do 1AM-7AM tonight/ tomorrow morning, and they aren't willing to enter the Combat Zones or Hot Zone – but all other places and times are good.

## Gamemaster Notes

**Anonymous wears** a densely-woven wire mesh face mask, making it difficult to get a good look at their face even from across a table. The rest of their outfit is Bohemian fashion in browns, blacks, and whites.

**If anyone uses MicroVideo** or any equipment with video recording, Anonymous covers their face and insists it be turned off. This is non-negotiable: they abort the interview otherwise. Audio recording is fine.

**The interview starts** simply enough, then becomes more probing: *What's the first thing you do each day? What do you do for eddies? Tell me a little about yourselves. How did you meet each other? What chrome do you have? What's the coolest thing you've done? Tell me about a time you broke up a fight or talked your way out of one. What's the most dangerous or unusual thing you've ever done out of kindness?*

**If the PC's haggle**, the best Anonymous can do is to pull a string via a contact – get them an invitation to an event or a gig. If the interview ends before 9PM the same day, and the PC's don't act all crazy, and if the GM desires, this can lead to "Afterparty", where Orblight hires the PC's to play entertainment and security at their next afterparty – see Mourning Edition 3-1. Otherwise, pick or roll 1d10 below:

Roll	Favor Offered
1	Help unload an illegal shipment at the docks, tonight (Gig, 500eb per person)
2-3	Escort Lawrence the Loser, a Media, out of South Night City (Gig, 1,000eb per person)
4-6	Introduce the PC's to The Shift, a Fixer, Operator Rank 5 (New Contact, DV 13/time 30 minutes)
7-8	Steal an outfit from a fashion show, tomorrow evening (Gig, 1,000eb per person)
9	Invited to a Night Market, tomorrow night
10	Work as security for a Night Market, tomorrow night (Gig, 1,000eb per person)

**If the PC's are nowhere near ready to pay rent and lifestyle**, the GM should pick one of the more lucrative opportunities rather than rolling.

**Dock Work:** The docks are located in the Upper Marina zone. The work is hard. The hours are long. The foreman is a prick. And if the PC's are unlucky (1 on a 1d10), NCPD shows up to try and bust everyone. (And even if the PC's somehow deal with this, their pay won't be increased.) If NCPD shows up, there are 2 paddy-wagons and 2 patrol cars for a total of 8 officers; **use Security Operative, pg 413**. If this presents overwhelming odds and a fight breaks out, enough NPC dock workers join the fight to even the odds; **use Road Ganger, pg 413**. The foreman and his four bodyguards, meanwhile, hide nearby until the dust settles.

**Escort Lawrence the Loser:** A South Night City gang has identified the reporter as a troublemaker. They blame Lawrence for the shoot-out at the warehouse (Mourning Edition 1) and they want him dead or gone. They've found his home and begun scare tactics. Lawrence expects a kill squad any night now. Mourning Edition is paying to relocate the Media. If the PC's don't have a driver, use an NPC (**use Outrider, pg 415**). While the PC's are loading and moving north through the Combat Zone, the Painters will attack: first a pair of back-to-back drive-by's, then 2d6 shooters will attack from range. They will retreat and regroup if they catch any bullets, returning again with fresh ammo and injured gang members swapped for healthy ones. **Use Boosterganger, pg 412**.

**Meet The Shift:** When meeting The Shift, the PC's may also be offered one of the gigs in the table. They might also be invited to tomorrow's Night Market (any skill deemed appropriate by the GM at DV 15). The Shift is friendly, often amused, and has a good, practical sense of who can accomplish what.

**Fashion Show Theft:** The Shift has a client who isn't willing to wait for the latest fashion to hit the stores – she wants it now. The objective: infiltrate the fashion show at the Night City Civic Center, on the border of The Glen and University District, and get away with a specific lot of High Fashion Bottoms, Top, Jacket, and Footwear. If the Jewelry and Hat from the same lot can also be stolen, there will be an additional 2,000eb bonus per PC (1,750eb for the Jewelry, 250eb for the Hat). If the PC's don't have a Netrunner, an NPC called "4RJ" (pronounced "Forge") will accompany them (**use Netrunner, pg 414**). Getting on the guest list or staff list will require hacking a Bodyguard's Agent at the door (**use Bodyguard, pg 412**). The case containing the Jewelry has a simple NET architecture, and the jewelry itself has a short-range tracker (which can be disabled with Electronics/Security Tech, DV 17). If the tracker is not disabled before the Jewelry is removed from the case, 1d4+1 Bodyguards will attempt to surround the PC's (**use Bodyguard, pg 412**), and NCPD will be called and arrive within 15 Rounds – at first this will be 2 Security Operatives, but if they take fire they will call for backup. Backup arrives in 25 Rounds with a number of officers equal to the number of PC's. (**Use Security Operative, pg 413**.)

**Invitation to Night Market:** The PC's are each given datachips that will authenticate their invitations. Most sellers here are also buyers, so this can be an opportunity to offload loot. As this is a fixed, monthly, invite-only Night Market, invited patrons are welcome each month unless they cause trouble. The market is located in South Night City near University District. It is an open-air festival of commerce and chrome, with almost all classes rubbing shoulders, showing off their style and consuming their purchases. There are anywhere between 12 and 24 stalls, with a mix of legal and illegal wares and services, including some competing with each other. Once per hour, roll on the next page for encounters.

**Work Security at Night Market:** See "Invitation to Night Market", above. The PC's are expected to arrive early, which affords them an hour of early access to the sellers as they set up, and another hour after the event. The market runs 6PM to midnight. Once or twice per hour, roll d100 (next page) for encounters.

**If the PC's search for the interview** in upcoming issues of Mourning Edition, it will never appear. **If they contact the editor** asking after it, he will say he never assigned such a story. **If the PC's start hunting for Anonymous** to get answers, a trio of solos will contact the PC's in person with a message: "Leave it alone. Our friend just needed to know some things about you. Don't try to contact them; they'll contact you."

## Security Encounters for Medium-/Large-Sized Night Market: Combat Zone, 6PM to Midnight

**(1-10) Smashed & Disorderly:** Someone's had too much Smash, and now they can't keep their behavior in check. Roll 1d10. 1-5, they're harassing a fellow patron. 6-8, they're harassing a seller. 9-10, they're screaming at their significant other or a crew member, disturbing everyone nearby. Use any mix of NPC's or low-skill nobodies with Pistol and Melee skills at 7, armed with a Medium Pistols, and 15HP.

**(11-17) Smash "Performance":** Someone's had too much Smash, and now they think they're a superstar. This wouldn't be so bad, but they're performing terribly and driving customers away from the nearby stalls. Roll 1d10 when confronting this NPC. 1-3, they become enamored with the player and insist they join a duet. 4-5, they become belligerent but quickly pass out from the overdose. 6-9, they become argumentative, insisting you leave them alone. On a 10 they draw a weapon and start threatening the crowd, seeming totally confused about who confronted them. The addict is a low-skill nobody with Pistol and Melee skills at 7, armed with a Medium Pistol, and has 15HP.

**(18-21) Blue Glass Addicts:** Someone's had too much Blue Glass. Roll 1d10. 1-4, the addict is immune to "flashing out" but someone snatches something out of the addict's hands while they are busy experiencing a hallucination. 5-8, they're "flashing out" at random times, bumping into patrons and taking little naps with their faces on the sellers' stalls. 9-10, someone they've bumped into while "flashing out" now thinks the addict is a pickpocket and pulls a gun. All parties are low-skill nobodies with Pistol and Melee skills at 7, armed with a Medium Pistols, and each has 15HP.

**(22) Corporate Entourage:** An Exec, their input/output, and their colleagues and/or favorite employees are walking together acting untouchable. They number equal to the players. Roll 1d10. 1-4, a kid spilled a drink on the Exec, who is threatening all hell. 5-6, the Exec is covertly testing a gadget that makes people feel queasy or severely lightheaded at a range of 8 y/m, and the whole group is laughing at the victim each time it's used; they will deny it if confronted and refuse to be searched. The device is a prototype and will burn itself out from overuse if the Exec tries to use it again, ruining their jacket. If security puts their hands on the Exec to search them, or if the device burns out, a brawl will ensue. 7-10, the group is harassing a seller, falsely claiming the Exec paid for the most expensive item at the stall, but hasn't received it. Use any mix of NPC's for the exec and their entourage; the seller is a low-skill nobody with Pistol and Melee skills at 7, armed with a Medium Pistol, and has 15HP.

**(23-29) Buyer Running Scam:** Roll 1d10. 1-4, the scammer bumps into the stall hard enough to mess up the inventory display, making it easy to snatch a few items and walk away. 5-6, the scammer wants to exchange a poor quality item they didn't buy at this stall, for new product. 7-10, the scammer wants a refund on an "unopened" purchase, but they've actually kept the real product and re-shrink-wrapped the box after filling it with junk. If the seller notices the scam, they'll pull a gun unless security is swift to apprehend the scammer. Both buyer and seller are low-skill nobodies with Pistol and Melee skills at 7 armed with Medium Pistols and 15HP each.

**(30-33) Banned Buyer:** A buyer and seller are having a heated argument, disrupting business at nearby stalls. Turns out the buyer's invitation chip has been revoked. Roll 1d10 when confronting the banned buyer. 1-2, the buyer pulls a weapon and attacks security. 3-4, the buyer pulls a weapon and attacks the seller. 5-6, the buyer pulls a weapon and tries to take a human shield (whoever is closest, be it PC or NPC). 7-10, the buyer tries to convince security that their chip is still valid, then leaves peacefully when proven wrong and escorted out. The banned buyer is a low-skill nobody with Pistol and Melee skills at 7, armed with a Medium Pistol, and has 15HP.

**(34-36) Banned Seller:** A seller is hocking wares without a stall, just squatting on some crates in the middle of the walkway and barking their sales pitch at passers-by. This is not allowed. Turns out the seller was banned from the Market by The Shift himself, for running resale scams (buying cheaply in bulk from competing stalls, and then marking up the product at their own stall). The banned seller has no connections of their own and is desperate to keep running this same scam in order to make ends meet. If confronted, they'll pull a grenade and try to take a human shield, demanding security carry their inventory to the parking lot. The grenade is only a flashbang, which could be deduced given it's the only kind of grenade in their stock of crates (Perception DV 13). Once ejected, the seller will set up in the parking lot and keep trying to do business. If confronted a second time, they'll leave on foot, yelling idle threats and profanities all the way. The banned seller is a low-skill nobody with Pistol and Melee skills at 7, armed with a Medium Pistol, and has 15HP.

**(37-40) Dispute Between Sellers:** Two sellers are yelling at each other and on the verge of fisticuffs, disrupting all nearby business as people gawk at the spectacle. If

security doesn't intervene quickly, there will be a fight. Roll 1d10. 1-3, one seller is blocking the other's signs with theirs, or their stock has overflowed into the other's allotted space (which is not allowed). 4-7, the dispute is personal in nature. 8-10, one seller has been poaching sales from the other (which is allowed). Both sellers are low-skill nobodies with Pistol and Melee skills at 7 armed with Medium Pistols and 15HP each.

**(41-44) Dispute Between Seller & Buyer:** A dispute is about to escalate past shouting. Roll 1d10. 1-2, the "buyer" is running a scam, such as trying to return junk parts for a refund or exchange as if it was a valuable item they'd bought here. 3-4, the buyer bought an expensive item here that broke the first time they used it and wants a refund. 5-6, the buyer is messed up on Smash and wants to haggle a price far below what the seller is willing to do. 7-8, the seller thinks the buyer has stolen something (they haven't). 9-10, the "buyer" is a pickpocket and the seller has caught and confronted them. Both buyer and seller are low-skill nobodies with Pistol and Melee skills at 7 armed with Medium Pistols and 15HP each.

**(45-50) Fight:** A fight breaks out in the middle of the walkway; security doesn't see what led up to it. Roll 1d4 for the number of combatants on each side, then roll 1d10 to determine the combatants. 1-4, the combatants are ordinary gangers and/or cyberpunks packing only melee weapons and/or light ranged weapons; use Boostergangers (pg 412), Road Gangers (pg 413), and any mix of Lieutenant-grade NPC's (pgs 414-415). 5-7, the combatants are boostergangers and/or low level edgerunners; use any mix of Mook-grade NPC's (pgs 412-413). 8-9, it's Nomads vs Execs; use Outriders (pg 415) vs Security Operatives (pg 413). 10, two rival corporate security teams are squaring off; use Security Officers, pg 415).

**(51-57) All-Out Brawl:** A mass melee breaks out in the middle of the walkway; security doesn't see what led up to it. Roll 1d6+3 for the number of combatants on each side, then roll 1d10 to determine the combatants. 1-4, the combatants are ordinary gangers and/or cyberpunks packing only melee weapons and/or light ranged weapons; use Boostergangers, pg 412. 5-7, the combatants are boostergangers and/or low level edgerunners; use any mix of Boostergangers (pg 412), Netrunners (pg 414), Reclaimer Chiefs (pg 414), and Security Officers (pg 415). 8-9, it's Nomads vs Execs; use Road Gangers (pg 413) and Bodyguards (pg 412). 10, two rival corporate security teams are squaring off; use Security Officers (pg 415).

**(58-62) Smash & Grab:** A number of thieves equal to the number of players has attacked a seller's stall and started snatching whatever they can run away with, scattering toward different exits. Use Boostergangers, pg 412.

**(63-70) Chromers:** Slammit on! A number of chromatic rock fans equal to the number of players plus 2, have sneaked into the Market and begun to get rowdy. They're harassing anyone who gets in their way. Use Boostergangers, pg 412.

**(71-77) Mugging (or Worse):** A lone patron is being dragged behind some stalls by a number of muggers equal to the players. Their intentions depend on the lines & veils at your table. Use Boostergangers, pg 412.

**(78-81) Corporate Security:** A corporate security team equal to the number of players muscles their way into the Night Market, and refuses to be ejected by security, even if it means a firefight. Roll 1d10. 1-5, they're looking for valuable stolen goods. 6-7, they're looking for a missing Exec who broke their contract and went underground. 8-9, they're here because a local Tech invented something that competes with their employer's product and they intend to confiscate it. 10, they're looking for the PC's or a contact because of something they did. Use Security Operatives, pg 413.

**(82-89) Gunned Down:** BLAM BLAM BLAM! Someone is starting to bleed out from a small hailstorm of bullets. Roll 1d10. 1-4, the shooters are running for an exit, together. 5-8, the shooters scatter to different exits. 9-10, the shooters aren't done yet. Roll 1d4 for the caliber of the shooters. 1, use Security Officers, pg 415. 2-3, use Security Operatives, pg 413. 4, use Boostergangers, pg 412.

**(90-95) Boostergang Standoff:** Two boostergangs are arguing over whose turf this Night Market currently falls in. If left alone, there will be combat and bystanders will probably be injured. Roll 1d6+2 to determine the number of combatants on each side. Use the Boosterganger from pg 412.

**(96-100) Firefight:** Roll 1d4 to determine the number of combatants on each side. The combatants are using human shields, ducking behind stalls, and otherwise endangering bystanders. Roll 1d10 to determine the caliber of the combatants. 1, they're cyberpsychos; use a single Cyberpsycho (pg 416) on each side. 2-4, they're edgerunners; use a mix of Netrunners, Reclaimer Chiefs, and Security Officers (pgs 414-415). 5-6, they're boostergangers; use Boosterganger (pg 412). 7-8, they're rival nomad exiles; use Road Gangers, pg 413. 9, it's corporate netrunners and their bodyguards; use a mix of Bodyguards (pg 412) and Netrunners (pg 414). 10, they're low-skill nobodies; they go down in a single hit and have Melee and Pistol skills at base 7.